L Number	Hits	Search Text	DB	Time stamp
-	0	("event$1samecompound$3").PN.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/01/31 20:28
-	16843	event$1 same compound$3	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/01/31 20:28
-	14	(event$1 same compound$3) same primitive$1	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/01 16:18
-	118	boolean$1 same (real adj number$1)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/01 16:18
-	101	(boolean$1 same (real adj number$1)) and point$1	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/01 16:19
-	1	((boolean$1 same (real adj number$1)) and point$1) and (temporal same logic)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/01 16:19
-	12	((boolean$1 same (real adj number$1)) and point$1) and temporal	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/01 16:20
-	11	(((boolean$1 same (real adj number$1)) and point$1) and temporal) and logic$3	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/01 16:21
-	6	((((boolean$1 same (real adj number$1)) and point$1) and temporal) and logic$3) and rang$3	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/01 16:27
-	10	((((boolean$1 same (real adj number$1)) and point$1) and temporal) and logic$3) and connect$4	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/01 16:28
-	4	(((((boolean$1 same (real adj number$1)) and point$1) and temporal) and logic$3) and connect$4) and (logic$2 same connect$4)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/01 16:28

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real number and temporal logic Search

☐ Check to search within this result set

Results Key:
JNL = Journal or Magazine **CNF** = Conference **STD** = Standard

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1 **On fuzzy temporal logic**
Thiele, H.; Kalenka, S.;
Fuzzy Systems, 1993., Second IEEE International Conference on , 28 March-1 1993
Pages:1027 - 1032 vol.2

[Abstract] [PDF Full-Text (352 KB)] **IEEE CNF**

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2 **On the computational complexity of decidable fragments of first-orc linear temporal logics**
Hodkinson, I.; Kontchakov, R.; Kurucz, A.; Wolter, F.; Zakharyaschev, M.;
Temporal Representation and Reasoning, 2003 and Fourth International Conference on Temporal Logic. Proceedings. 10th International Symposium o 10 July 2003
Pages:91 - 98

[Abstract] [PDF Full-Text (341 KB)] **IEEE CNF**

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event primitive Search

☐ Check to search within this result set

Results Key:
JNL = Journal or Magazine **CNF** = Conference **STD** = Standard

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1 **PLURIX: a multiprocessing Unix-like operating system**
Faller, N.; Salenbauch, P.;
Workstation Operating Systems, 1989., Proceedings of the Second Workshop on , 27-29 Sept. 1989
Pages:29 - 36

[Abstract] [PDF Full-Text (260 KB)] **IEEE CNF**

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2 **Synchronisation primitives for highly parallel discrete event simulat**
Kerridge, J.; Welch, P.; Wood, D.;
System Sciences, 1999. HICSS-32. Proceedings of the 32nd Annual Hawaii International Conference on , Volume: Track8 , 5-8 Jan. 1999
Pages:10 pp.

[Abstract] [PDF Full-Text (96 KB)] **IEEE CNF**

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3 **Formalization and verification of safety properties of Statechart specifications**
Kang, K.C.; Ko, K.I.;
Software Engineering Conference, 1996. Proceedings. 1996 Asia-Pacific , 4-7 1996
Pages:16 - 27

[Abstract] [PDF Full-Text (980 KB)] **IEEE CNF**

Your search matched **15731** of **1002028** documents.
A maximum of **500** results are displayed, **15** to a page, sorted by **Relevance** **Descending** order.

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events Search

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Results Key:
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1 **A configurable event service for distributed systems**
Mansouri-Samani, M.; Sloman, M.;
Configurable Distributed Systems, 1996. Proceedings., Third International Conference on , 6-8 May 1996
Pages:210 - 217

[Abstract] [PDF Full-Text (716 KB)] **IEEE CNF**

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2 **An event-based architecture definition language**
Luckham, D.C.; Vera, J.;
Software Engineering, IEEE Transactions on , Volume: 21 , Issue: 9 , Sept. 1'
Pages:717 - 734

[Abstract] [PDF Full-Text (1532 KB)] **IEEE JNL**

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3 **Automated construction of fuzzy event sets and its application to ac databases**
Saygin, Y.; Ulusoy, O.;
Fuzzy Systems, IEEE Transactions on , Volume: 9 , Issue: 3 , June 2001
Pages:450 - 460

[Abstract] [PDF Full-Text (192 KB)] **IEEE JNL**

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4 **An event and service interacting model and event detection based c broker/service model**
Ping-Peng Yuan; Gang Chen; Jin-Xiang Dong; Wei-Li Han;
Computer Supported Cooperative Work in Design, The Sixth International Conference on, 2001 , 12-14 July 2001
Pages:20 - 24

[Abstract] [PDF Full-Text (416 KB)] IEEE CNF

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5 **Using split event sets to form and schedule event combinations in discrete event simulation**
Manjikian, N.; Loucks, W.M.;
Simulation Symposium, 1992. Proceedings. 25th Annual , 6-9 April 1992
Pages:184 - 191

[Abstract] [PDF Full-Text (636 KB)] IEEE CNF

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6 **Discrete event simulation using event calculus**
Missiaen, L.R.;
Tools with Artificial Intelligence, 1994. Proceedings., Sixth International Conf
on , 6-9 Nov. 1994
Pages:506 - 512

[Abstract] [PDF Full-Text (516 KB)] IEEE CNF

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7 **Research on an event specification for event-based collaboration su software architecture**
Ping-peng Yuan; Gang Chen; Jin-xiang Dong; Wei-li Han;
Computer Supported Cooperative Work in Design, 2002. The 7th Internationa
Conference on , 25-27 Sept. 2002
Pages:99 - 104

[Abstract] [PDF Full-Text (440 KB)] IEEE CNF

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8 **Implementation of JEM-a Java composite event package**
Guangtian Liu; Mok, A.K.;
Real-Time Technology and Applications Symposium, 1999. Proceedings of the
IEEE , 2-4 June 1999
Pages:68 - 78

[Abstract] [PDF Full-Text (152 KB)] IEEE CNF

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9 **EVEREST: an event recognition testbed**
Spezialetti, M.; Bernberg, S.;
Distributed Computing Systems, 1995., Proceedings of the 15th International
Conference on , 30 May-2 June 1995
Pages:377 - 385

[Abstract] [PDF Full-Text (968 KB)] IEEE CNF

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10 **SNOOPy Calendar Queue**
Kah Leong Tan; Li-Jin Thng;
Simulation Conference Proceedings, 2000. Winter , Volume: 1 , 10-13 Dec. 2
Pages:487 - 495 vol.1

[Abstract] [PDF Full-Text (648 KB)] IEEE CNF

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11 **Treatment of general dependencies in system fault-tree and risk analysis**
Vaurio, J.K.;

Reliability, IEEE Transactions on , Volume: 51 , Issue: 3 , Sept. 2002
Pages:278 - 287

[Abstract] [PDF Full-Text (403 KB)] IEEE JNL

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12 **Evaluating composite events using shared trees**
Moreto, D.; Endler, M.;
Software, IEE Proceedings- [see also Software Engineering, IEE Proceedings] , Volume: 148 , Issue: 1 , Feb. 2001
Pages:1 - 10

[Abstract] [PDF Full-Text (952 KB)] IEE JNL

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13 **Exploiting program semantics for efficient instrumentation of distributed event recognitions**
Spezialetti, M.; Gupta, R.;
Reliable Distributed Systems, 1994. Proceedings., 13th Symposium on , 25-2 1994
Pages:181 - 190

[Abstract] [PDF Full-Text (984 KB)] IEEE CNF

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14 **Concurrent event handling through multithreading**
Kekckler, S.W.; Chang, A.; Chatterjee, W.S.L.S.; Dally, W.J.;
Computers, IEEE Transactions on , Volume: 48 , Issue: 9 , Sept. 1999
Pages:903 - 916

[Abstract] [PDF Full-Text (288 KB)] IEEE JNL

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15 **Control of sensory perception for discrete event systems**
Hovland, G.E.; McCarragher, B.J.;
Systems, Man, and Cybernetics, 1998. 1998 IEEE International Conference on , Volume: 1 , 11-14 Oct 1998
Pages:776 - 781 vol.1

[Abstract] [PDF Full-Text (792 KB)] IEEE CNF

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1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 2:
25 26 27 28 29 30 31 32 33 34 Next

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A maximum of 500 results are displayed, 15 to a page, sorted by Relevance Descending order.

Results Key:
JNL = Journal or Magazine CNF = Conference STD = Standard

1 **Image segmentation with ratio cut**
Wang, S.; Siskind, J.M.;
Pattern Analysis and Machine Intelligence, IEEE Transactions on ,Volume: 25 , Issue: 6 , June 2003
Pages:675 - 690

[Abstract] [PDF Full-Text (6363KB)] IEEE JNL

2 **Modeling and estimation of spatial random trees with application to image classification**
Pollak, L.; Siskind, J.M.; Harper, M.P.; Bouman, C.A.;
Acoustics, Speech, and Signal Processing, 2003. Proceedings. (ICASSP '03). 2 IEEE International Conference on ,Volume: 3 , 6-10 April 2003
Pages:III - 305-8 vol.3

[Abstract] [PDF Full-Text (344KB)] IEEE CNF

3 **Parameter estimation for spatial random trees using the EM algorit**
Pollak, L.; Siskind, J.M.; Harper, M.P.; Bouman, C.A.;
Image Processing, 2003. Proceedings. 2003 International Conference on ,Vol 1 , Sept. 14-17, 2003
Pages:257 - 260

[Abstract] [PDF Full-Text (361KB)] IEEE CNF

4 **Image segmentation with minimum mean cut**
Wang, S.; Siskind, J.M.;
Computer Vision, 2001. ICCV 2001. Proceedings. Eighth IEEE International Conference on ,Volume: 1 , 7-14 July 2001
Pages:517 - 524 vol.1

[Abstract] [PDF Full-Text (680KB)] IEEE CNF

Search Results

Search Results for: **[grounding language in perception]**
Found **1** of **126,861 searched.**

Search within Results

Results 1 - 1 of 1 short listing

1 Speech and gaze: A multimodal learning interface for grounding spoken language in sensory perceptions 80%

Chen Yu , Dana H. Ballard

Proceedings of the 5th international conference on Multimodal interfaces

November 2003

Most speech interfaces are based on natural language processing techniques that use pre-defined symbolic representations of word meanings and process only linguistic information. To understand and use language like their human counterparts in multimodal human-computer interaction, computers need to acquire spoken language and map it to other sensory perceptions. This paper presents a multimodal interface that learns to associate spoken language with perceptual features by being situated in users ...

Results 1 - 1 of 1 short listing

Search Results

Search Results for: **[span<AND>((event AND compound AND primitive))]**
Found **64** of **126,861 searched.**

Search within Results

Results 61 - 64 of 64 short listing

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61 Cache coherence in large-scale shared-memory multiprocessors: issues and comparisons 77%
David J. Lilja
ACM Computing Surveys (CSUR) September 1993
Volume 25 Issue 3

62 A generic embedded real-time monitor subsystem 77%
Ray Ford
Proceedings of the 1990 ACM annual conference on Cooperation January 1990

63 Using Agentsheets to create a voice dialog design environment 77%
Alex Repenning , Tamara Sumner
Proceedings of the 1992 ACM/SIGAPP symposium on Applied computing: technological challenges of the 1990's March 1992

64 The Pan language-based editing system 77%
Robert A. Ballance , Susan L. Graham , Michael L. Van de Vanter
ACM Transactions on Software Engineering and Methodology (TOSEM) January 1992
Volume 1 Issue 1

Powerful editing systems for developing complex software documents are difficult to engineer. Besides requiring efficient incremental algorithms and complex data structures, such editors must accommodate flexible editing styles, provide a consistent, coherent, and powerful user interface, support individual variations and projectwide configurations, maintain a sharable database of information concerning the documents being edited, and integrate smoothly with the other tools in the environme ...

Results 61 - 64 of 64 short listing

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Search Results

Search Results for: **[span<AND>((event AND compound AND primitive))]**
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Results 41 - 60 of 64 short listing

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41 N degrees of separation: multi-dimensional separation of concerns 77%
Peri Tarr , Harold Ossher , William Harrison , Stanley M. Sutton
Proceedings of the 21st international conference on Software engineering May 1999

42 A programmable interface language for heterogeneous distributed systems 77%
Joseph R. Falcone
ACM Transactions on Computer Systems (TOCS) October 1987
Volume 5 Issue 4

The 1980s have witnessed the emergence of a new architecture for computing based on networks of personal computer workstations. The performance requirements of such systems of workstations places a strain on traditional approaches to network architecture. The integration of diverse systems into this environment introduces functional compatibility issues that are not present in homogeneous networks. Effective prescriptions for functional compatibility, therefore, must go beyond the communica ...

43 NSF workshop on industrial/academic cooperation in database systems 77%
Mike Carey , Len Seligman
ACM SIGMOD Record March 1999
Volume 28 Issue 1

44 Summary of the sigmetrics symposium on parallel and distributed processing 77%
Jeffrey K. Hillingsworth , Barton P. Miller
ACM SIGMETRICS Performance Evaluation Review March 1999

Volume 26 Issue 4

45 Data scalability in open hypermedia systems 77%
Kenneth M. Anderson
Proceedings of the tenth ACM Conference on Hypertext and hypermedia : returning to our diverse roots: returning to our diverse roots February 1999

46 The architecture of Montana: an open and extensible programming environment with an incremental C++ compiler 77%
Michael Karasick
ACM SIGSOFT Software Engineering Notes , Proceedings of the 6th ACM SIGSOFT international symposium on Foundations of software engineering November 1998
Volume 23 Issue 6
Montana is an open, extensible integrated programming environment for C++ that supports incremental compilation and linking, a persistent code cache called a CodeStore, and a set of programming interfaces to the CodeStore for tool writers. CodeStore serves as a central source of information for compiling, browsing, and debugging. CodeStore contains information about both the static and dynamic structure of the compiled program. This information spans files, macros, declarations, function bodies, ...

47 Using integer sets for data-parallel program analysis and optimization 77%
Vikram Adve , John Mellor-Crummey
ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 1998 conference on Programming language design and implementation May 1998
Volume 33 Issue 5
In this paper, we describe our experience with using an abstract integer-set framework to develop the Rice dHPF compiler, a compiler for High Performance Fortran. We present simple, yet general formulations of the major computation partitioning and communication analysis tasks as well as a number of important optimizations in terms of abstract operations on sets of integer tuples. This approach has made it possible to implement a comprehensive collection of advanced optimizations in dHPF, and to ...

48 Transactional client-server cache consistency: alternatives and performance 77%
Michael J. Franklin , Michael J. Carey , Miron Livny
ACM Transactions on Database Systems (TODS) September 1997
Volume 22 Issue 3
Client-server database systems based on a data shipping model can exploit client memory resources by caching copies of data items across transaction boundaries. Caching reduces the need to obtain data from servers or other sites on the network. In order to ensure that such caching does not result in the violation of transaction semantics, a transactional cache consistency maintenance algorithm is required. Many such algorithms have been proposed in the literature and, as all provide the sam ...

49 Interactive simulation of fire in virtual building environments 77%
Richard Bukowski , Carlo Séquin
Proceedings of the 24th annual conference on Computer graphics and interactive techniques August 1997

50 Meme media and a world-wide meme pool 77%
Yuzuru Tanaka
Proceedings of the fourth ACM international conference on Multimedia February 1997

51 The impact of G.826 on the performance of transport systems 77%
Peter J. Smith , Mansoor Shafi
IEEE/ACM Transactions on Networking (TON) August 1996
Volume 4 Issue 4

52 A survey of current object-oriented databases 77%
Mansour Zand , Val Collins , Dale Caviness
ACM SIGMIS Database February 1995
Volume 26 Issue 1
Object-oriented concepts form a good basis for the data models required for next-generation database applications such as CAD/CAE/CASE/CAM systems, knowledge-based systems, multimedia, etc. Many object-oriented databases are available commercially or are being developed by industry or academic research facilities. This paper attempts to compare some of these products using fourteen criteria. The selected criteria are major factors required for the successful design of an object-oriented database ...

53 Compiler transformations for high-performance computing 77%
David F. Bacon , Susan L. Graham , Oliver J. Sharp
ACM Computing Surveys (CSUR) December 1994
Volume 26 Issue 4
In the last three decades a large number of compiler transformations for optimizing programs have been implemented. Most optimizations for uniprocessors reduce the number of instructions executed by the program using transformations based on the analysis of scalar quantities and data-flow techniques. In contrast, optimizations for high-performance superscalar, vector, and parallel processors maximize parallelism and memory locality with transformations that rely on tracking the properties o ...

54 Static grouping of small objects to enhance performance of a paged virtual memory 77%
James W. Stamos
ACM Transactions on Computer Systems (TOCS) May 1984
Volume 2 Issue 2

55 Programmable applications: interpreter meets interface 77%
Michael Eisenberg
ACM SIGCHI Bulletin April 1995
Volume 27 Issue 2
Current fashion in "user-friendly" software design tends to place an over-reliance on direct manipulation interfaces. To be truly expressive (and thus truly user-friendly), applications need both learnable interfaces and domain-enriched languages that are accessible to the user. This paper discusses some of the design issues that arise in the creation of such *programmable applications.* As an example, we present "SchemePaint," a graphics application that combines a MacPaint-like interface ...

56 A model for dataflow based vector execution 77%

W. Marcus Miller , Walid A. Najjar , A. P. Wim Böhm
Proceedings of the 8th international conference on Supercomputing July 1994
Although the dataflow model has been shown to allow the exploitation of parallelism at all levels, research of the past decade has revealed several fundamental problems: Synchronization at the instruction level, token matching, coloring and re-labeling operations have a negative impact on performance by significantly increasing the number of non-compute "overhead" cycles. Recently, many novel Hybrid von-Neumann Data Driven machines have been proposed to alleviate some of these p ...

57 News on-demand for multimedia networks 77%
Gene Miller , Greg Baber , Mark Gilliland
Proceedings of the first ACM international conference on Multimedia September 1993

58 Visualization using timelines 77%
Gerald M. Karam
Proceedings of the 1994 international symposium on Software testing and analysis August 1994
A timeline is a linear, graphical visualization of events over time. For example, in concurrent application, events would represent state changes for some system object (such as a task or variable). A timeline display generator creates the graphical visualization from some record of events. This paper reports on a model for timeline display generators based on a formal model of event history and the objectives of timeline visualization. In this model, any timeline display generator is compl ...

59 An empirical study of a highly available file system 77%
Brian D. Noble , M. Satyanarayanan
ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 1994 ACM SIGMETRICS conference on Measurement and modeling of computer systems May 1994
Volume 22 Issue 1
In this paper we present results from a six-month empirical study of the high availability aspects of the Coda File System. We report on the service failures experienced by Coda clients, and show that such failures are masked successfully. We also explore the effectiveness and resource costs of key aspects of server replication and disconnected operation, the two high availability mechanisms of Coda. Wherever possible, we compare our measurements to simulat ...

60 Information systems security design methods: implications for information systems development 77%
Richard Baskerville
ACM Computing Surveys (CSUR) December 1993
Volume 25 Issue 4
The security of information systems is a serious issue because computer abuse is increasing. It is important, therefore, that systems analysts and designers develop expertise in methods for specifying information systems security. The characteristics found in three generations of general information system design methods provide a framework for comparing and understanding current security design methods. These methods include approaches that use checklists of controls, divide functional req ...

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21 Statemate: a working environment for the development of complex reactive systems 77%

D. Harel , H. Lachover , A. Naamad , A. Pnueli , M. Politi , R. Sherman , a. Shtul-Trauring
Proceedings of the 10th international conference on Software engineering April 1988

This paper provides a brief overview of the STATEMATE system, constructed over the past three years by i-Logix Inc., and Ad Cad Ltd. STATEMATE is a graphical working environment, intended for the specification, analysis, design and documentation of large and complex reactive systems, such as real-time embedded systems, control and communication systems, and interactive software. It enables a user to prepare, analyze and debug diagrammatic, yet precise, descriptions of the system under devel ...

22 Modeling software architectures in the Unified Modeling Language 77%

ACM Transactions on Software Engineering and Methodology (TOSEM) January 2002
Volume 11 Issue 1

The Unified Modeling Language (UML) is a family of design notations that is rapidly becoming a de facto standard software design language. UML provides a variety of useful capabilities to the software designer, including multiple, interrelated design views, a semiformal semantics expressed as a UML meta model, and an associated language for expressing formal logic constraints on design elements. The primary goal of this work is an assessment of UML's expressive power for modeling software archit ...

23 Taming architectural evolution 77%

André van der Hoek , Marija Mikic-Rakic , Roshanak Roshandel , Nenad Medvidovic
ACM SIGSOFT Software Engineering Notes , Proceedings of the 8th European

software engineering conference held jointly with 9th ACM SIGSOFT international symposium on Foundations of software engineering September 2001
Volume 26 Issue 5

In the world of software development *everything* evolves. So, then, do software architectures. Unlike source code, for which the use of a configuration management (CM) system is the predominant approach to capturing and managing evolution, approaches to capturing and managing architectural evolution span a wide range of disconnected alternatives. This paper contributes a novel architecture evolution environment, called Mae, which brings together a number of these alternatives. The environm ...

24 Programming languages for computer music synthesis, performance, and composition 77%
Gareth Loy , Curtis Abbott
ACM Computing Surveys (CSUR) June 1985
Volume 17 Issue 2

The development of formal, descriptive, and procedural notations has become a practical concern within the field of music now that computers are being applied to musical tasks. Music combines the real-time demands of performance with the intellectual demands of highly developed symbolic systems that are quite different from natural language. The richness and variety of these demands makes the programming language paradigm a natural one in the musical application of computers. This paradigm ...

25 Focus issue on legacy infomation systems and business process engineering: migrating large-scale legacy systems to component-based and object technology: the evolution of a pattern language 77%
A. J. O'Callaghan
Communications of the AIS July 1999

26 Social Analyses of Computing: Theoretical Perspectives in Recent Empirical Research 77%
Rob Kling
ACM Computing Surveys (CSUR) January 1980
Volume 12 Issue 1

27 Pilot: an operating system for a personal computer 77%
David D. Redell , Yogen K. Dalal , Thomas R. Horsley , Hugh C. Lauer , William C. Lynch , Paul R. McJones , Hal G. Murray , Stephen C. Purcell
Communications of the ACM February 1980
Volume 23 Issue 2

28 The time and state relationships in simulation modeling 77%
Richard E. Nance
Communications of the ACM April 1981
Volume 24 Issue 4

29 A theory of discrete patterns and their implementation in SNOBOL4 77%
J. F. Gimpel
Communications of the ACM February 1973
Volume 16 Issue 2

The notion of a discrete pattern is formalized and certain properties deduced. A pattern is shown to be a generalization of a formal language. Algorithms for implementing the kinds of patterns in SNOBOL4 are given. The general approach is to create, in-so-far as possible, a bottom-up parse from a top-down specification.

30 Requirements for advanced programming systems for list processing 77%

Daniel G. Bobrow
Communications of the ACM July 1972
Volume 15 Issue 7

List processing systems should be designed to facilitate production of large programs to manipulate large complex symbolic data stores. This paper presents an overview of a number of system features which the author feels are important to improve the productivity of programmers working in such domains. A systems view is taken, rather than focusing just on language features, since algorithms must be not only coded in a language form, but debugged, modified, made efficient, and run on data. B ...

31 A Structural View of PL/I 77%

David Beech
ACM Computing Surveys (CSUR) January 1970
Volume 2 Issue 1

32 UTIS (Urban Transportation Information System) a geo-spatial transport database 77%

Adam Etches , David Parker , Sean Ince , Philip James
Proceedings of the eighth ACM international symposium on Advances in geographic information systems November 2000

This paper proposes the design of an extended DBMS as required for integrated management of urban transportation systems. We introduce an extended `lowest common denominator' database model that supports a wide and varied range of urban transport tasks, which include management, simulation and planning. This paper is the result of research being carried out and is formulated by database expertise and transport knowledge. There has been a full analysis of transport data objects and attributes. ...

33 Efficient optimistic parallel simulations using reverse computation 77%

Christopher D. Carothers , Kalyan S. Perumalla , Richard M. Fujimoto
ACM Transactions on Modeling and Computer Simulation (TOMACS) July 1999
Volume 9 Issue 3

In optimistic parallel simulations, state-saving techniques have traditionally been used to realize rollback. In this article, we propose reverse computation as an alternative approach, and compare its execution performance against that of state-saving. Using compiler techniques, we describe an approach to automatically generate reversible computations, and to optimize them to reap the performance benefits of reverse computation transparently. For certain fine-grain models, ...

34 Automatic compiler techniques for thread coarsening for multithreaded architectures 77%

Gary M. Zoppetti , Gagan Agrawal , Lori Pollock , Jose Nelson Amaral , Xinan Tang , Guang Gao
Proceedings of the 14th international conference on Supercomputing May 2000

Multithreaded architectures are emerging as an important class of parallel machines. By allowing fast context switching between threads on the same processor, these systems hide communication and synchronization latencies and allow scalable parallelism for dynamic and irregular applications. Thread partitioning is the most important task in compiling high-level languages for multithreaded architectures. Non-preemptive multithreaded architectures, which can be built from off-the-shelf compon ...

35 A high-performance network intrusion detection system 77%

R. Sekar , Y. Guang , S. Verma , T. Shanbhag

Proceedings of the 6th ACM conference on Computer and communications security November 1999

In this paper we present a new approach for network intrusion detection based on concise specifications that characterize normal and abnormal network packet sequences. Our specification language is geared for a robust network intrusion detection by enforcing a strict type discipline via a combination of static and dynamic type checking. Unlike most previous approaches in network intrusion detection, our approach can easily support new network protocols as information relating to the protoco ...

36 A transactional workflow based distributed application composition and execution environment 77%

Santosh K. Shrivastava , Stuart M. Wheater

Proceedings of the 8th ACM SIGOPS European workshop on Support for composing distributed applications September 1998

37 The Click modular router 77%

Robert Morris , Eddie Kohler , John Jannotti , M. Frans Kaashoek

ACM SIGOPS Operating Systems Review , Proceedings of the seventeenth ACM symposium on Operating systems principles December 1999

Volume 33 Issue 5

Click is a new software architecture for building flexible and configurable routers. A Click router is assembled from packet processing modules called *elements.* Individual elements implement simple router functions like packet classification, queueing, scheduling, and interfacing with network devices. Complete configurations are built by connecting elements into a graph; packets flow along the graph's edges. Several features make individual elements more powerful and complex configuration ...

38 DELAB—a simulation laboratory 77%

Miron Livny

Proceedings of the 19th conference on Winter simulation December 1987

DELAB is a simulation laboratory designed to provide support to programmers who build complex simulation programs and to system analysts who use these programs. In this paper we present the structure of the laboratory and report on the current status of the effort to implement it. The laboratory has been implemented in a 'bottom up' fashion. First we have developed the DENET simulation language which is a Modula-2 based discrete event simulation language. O ...

39 Software engineerng applied to discrete event simulations 77%

Kenneth N. McKay , John A. Buzacott , John B. Moore , Christopher J. Strang

Proceedings of the 18th conference on Winter simulation December 1986

Developing simulation programs shows many similarities with classical system

software development tasks. In simulation one is often concerned with allocating and deallocating resources. Two forms of deadlock — the 'deadly embrace' and 'apré-vous' — can be troublesome to simulators unless they know how to avoid them in the first place. Critical races and time dependent functions are other characteristics shared between simulation and systems programming. If simulation is v ...

40 Supporting industrial hyperwebs: lessons in scalability 77%

Kenneth M. Anderson

Proceedings of the 21st international conference on Software engineering May 1999

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Results 1 - 20 of 64 short listing

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1 Sketch: A domain-independent system for sketch recognition 80%
Bo Yu , Shijie Cai
Proceedings of the 1st international conference on Computer graphics and interactive techniques in Austalasia and South East Asia February 2003
Freehand sketching is a natural and powerful means of interpersonal communication. But to date, it still cannot be supported effectively by human-computer interface. In this paper, we describe a domain-independent system for sketch recognition. Our system allows users to draw sketches as naturally as how they do on paper, and it recognizes the drawing through imprecise stroke approximation which is implemented in a unified and incremental procedure. This method can handle smooth curves and hybri ...

2 Simulation and implementation issues: DIRAC: a software-based wireless router system 80%
Petros Zerfos , Gary Zhong , Jerry Cheng , Haiyun Luo , Songwu Lu , Jefferey Jia-Ru Li
Proceedings of the 9th annual international conference on Mobile computing and networking September 2003
Routers are expected to play an important role in the IP-based wireless data network. Although a substantial number of techniques have been proposed to improve wireless network performance under dynamic wireless channel conditions and host mobility, a system support framework is still missing. In this paper, we describe DIRAC, a software-based router system that is designed for wireless networks to facilitate the implementation and evaluation of various channel-adaptive and mobility-aware protoc ...

3 Parallel execution of prolog programs: a survey 80%
Gopal Gupta , Enrico Pontelli , Khayri A.M. Ali , Mats Carlsson , Manuel V. Hermenegildo
ACM Transactions on Programming Languages and Systems (TOPLAS) July 2001

Volume 23 Issue 4

Since the early days of logic programming, researchers in the field realized the potential for exploitation of parallelism present in the execution of logic programs. Their high-level nature, the presence of nondeterminism, and their referential transparency, among other characteristics, make logic programs interesting candidates for obtaining speedups through parallel execution. At the same time, the fact that the typical applications of logic programming frequently involve irregular computatio ...

4 Ray tracing complex scenes 77%

Timothy L. Kay , James T. Kajiya

ACM SIGGRAPH Computer Graphics , Proceedings of the 13th annual conference on Computer graphics and interactive techniques August 1986

Volume 20 Issue 4

5 A semantics for web services authentication 77%

Karthikeyan Bhargavan , Cédric Fournet , Andrew D. Gordon

Proceedings of the 31st ACM SIGPLAN-SIGACT symposium on Principles of programming languages January 2004

We consider the problem of specifying and verifying cryptographic security protocols for XML web services. The security specification WS-Security describes a range of XML security tokens, such as username tokens, public-key certificates, and digital signature blocks, amounting to a flexible vocabulary for expressing protocols. To describe the syntax of these tokens, we extend the usual XML data model with symbolic representations of cryptographic values. We use predicates on this data model to d ...

6 Macro-op Scheduling: Relaxing Scheduling Loop Constraints 77%

Ilhyun Kim , Mikko H. Lipasti

Proceedings of the 36th Annual IEEE/ACM International Symposium on Microarchitecture December 2003

Ensuring back-to-back execution of dependent instructionsin a conventional out-of-order processor requiresscheduling logic that wakes up and selects instructions atthe same rate as they are executed. To sustain high performance,integer ALU instructions typically have single-cyclelatency, consequently requiring scheduling logic withthe same single-cycle latency. Prior proposals have advocatedthe use of speculation in either the wakeup or selectphases to enable pipelining of scheduling logic to ac ...

7 A comparative study of language support for generic programming 77%

Ronald Garcia , Jaakko Jarvi , Andrew Lumsdaine , Jeremy Siek , Jeremiah Willcock

ACM SIGPLAN Notices , Proceedings of the 18th ACM SIGPLAN conference on Object-oriented programing, systems, languages, and applications October 2003

Volume 38 Issue 11

Many modern programming languages support basic generic programming, sufficient to implement type-safe polymorphic containers. Some languages have moved beyond this basic support to a broader, more powerful interpretation of generic programming, and their extensions have proven valuable in practice. This paper reports on a comprehensive comparison of generics in six programming languages: C++, Standard ML, Haskell, Eiffel, Java (with its proposed generics extension), and Generic C. By implementi ...

8 Another look at the discrete structures course 77%

Ronald E. Prather

Proceedings of the ACM SIGCSE-SIGCUE technical symposium on Computer science and education February 1976
Volume 2 , 8 Issue SI , 1

Over the last several years since the introduction of B3 (Discrete Structures) into the undergraduate computer science curriculum, the course has been the subject of continuing controversy. The major difficulties later found in implementing the course were easy to foresee from the most casual reading of its original description in Curriculum '68 [1]. The necessary placement of the course in the sophomore year, the relative sophistication of the intended subject matter, and the lack of suffi ...

9 Interoperability of multiple autonomous databases 77%

Witold Litwin , Leo Mark , Nick Roussopoulos
ACM Computing Surveys (CSUR) September 1990
Volume 22 Issue 3

Database systems were a solution to the problem of shared access to heterogeneous files created by multiple autonomous applications in a centralized environment. To make data usage easier, the files were replaced by a globally integrated database. To a large extent, the idea was successful, and many databases are now accessible through local and long-haul networks. Unavoidably, users now need shared access to multiple autonomous databases. The question is what the corresponding methodology ...

10 A Data Base Management System 77%

Albert C. Patterson
Proceedings of the 1971 26th annual conference January 1971

A brief description of the advent of the Data Base Task Force at GUIDE and SHARE is given. Discussion of coordination among the several data base committees. The major components of the Data Base Management System (DBMS) proposed by the GUIDE Group are discussed: Data Base Manager (DBM), Data Base Descriptive Language (DBDL), Data Base Command Language (DBCL), and Data Base Administrator (DBA). The concept that the Requestor (possibly the application programmer) of data from the data base i ...

11 A generalized assertion language 77%

Tsun S. Chow
Proceedings of the 2nd international conference on Software engineering October 1976

The motivation behind the work in debugging languages is to provide the programmer with primitives so that he may search for events during execution, which are suspected to be anomalous. Events that may be specified by most existing debugging languages are very elementary. Also, there are no facilities to combine them into more complex events. Even though he can selectively monitor the history of execution, the programmer usually has to explore a vast mass of information in order to check t ...

12 Robustness: Using model checking to debug device firmware 77%

Sanjeev Kumar , Kai Li
ACM SIGOPS Operating Systems Review December 2002
Volume 36 Issue SI

Device firmware is a piece of concurrent software that achieves high performance at the cost of software complexity. They contain subtle race conditions that make them difficult to debug using traditional debugging techniques. The problem is further compounded by the lack of debugging support on the devices. This is a serious problem because the device firmware is trusted by the operating system.Model

checkers are designed to systematically verify properties of concurrent systems. Therefore, mod ...

13 A semantic model for a language processor 77%

Robert V. Zara

Proceedings of the 1967 22nd national conference January 1967

The purpose of this paper is to describe a language processor which is presently being developed at the United Aircraft Research Laboratories. The processor is called the Semantic Plex Processor* and is a bootstrap processor in the sense that it starts with a basic vocabulary, but one which is capable of generating new language with relative ease. Thus the set of statements which are ultimately acceptable to the processor is open-ended. Furthermore, the set of statements which are meaningfu ...

14 Fast detection of communication patterns in distributed executions 77%

Thomas Kunz , Michiel F. H. Seuren

Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research November 1997

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

15 A system for computer music performance 77%

David P. Anderson , Ron Kuivila

ACM Transactions on Computer Systems (TOCS) February 1990

Volume 8 Issue 1

A computer music performance system (CMPS) is a computer system connected to input devices (including musical keyboards or other instruments) and to graphic and audio output devices. A human performer generates input events using the input devices. The CMPS responds to these events by computing and performing sequences of output actions whose intended timing is determined algorithmically. Because of the need for accurate timing of output actions, the scheduling requirements of a CMPS differ ...

16 An environment for operational software engineering in Ada 77%

M. Baldassari , G. Bruno

Proceedings of the conference on Tri-Ada '89: Ada technology in context: application, development, and deployment January 1989

This paper presents PROTOB, an object-oriented methodology and CASE system based on an extended dataflow model defined using PROT nets. It consists of several tools supporting specification, modelling and prototyping activities within the framework of the operational software life cycle paradigm. As its major application area it addresses distributed systems, such as real-time embedded systems, communication protocols and manufacturing control systems. The system automatically generates the ...

17 The software information base: a server for reuse 77%

Panos Constantopoulos , Matthias Jarke , John Mylopoulos , Yannis Vassiliou

The VLDB Journal — The International Journal on Very Large Data Bases January 1995

Volume 4 Issue 1

We present an experimental software repository system that provides organization, storage, management, and access facilities for reusable software components. The system, intended as part of an applications development environment, supports the representation of information about requirements, designs and implementations of software, and offers facilities for visual presentation of the software objects. This article details the features and architecture of the repository system, the technical ch ...

18 SIGSAM BULLETIN: Computer algebra in the life sciences 77%

Michael P. Barnett
ACM SIGSAM Bulletin December 2002
Volume 36 Issue 4

This note (1) provides references to recent work that applies computer algebra (CA) to the life sciences, (2) cites literature that explains the biological background of each application, (3) states the mathematical methods that are used, (4) mentions the benefits of CA, and (5) suggests some topics for future work.

19 The impact of interprocedural analysis and optimization in the R^n programming environment 77%

Keith D. Cooper , Ken Kennedy , Linda Torczon
ACM Transactions on Programming Languages and Systems (TOPLAS) August 1986
Volume 8 Issue 4

In spite of substantial progress in the theory of interprocedural data flow analysis, few practical compiling systems can afford to apply it to produce more efficient object programs. To perform interprocedural analysis, a compiler needs not only the source code of the module being compiled, but also information about the side effects of every procedure in the program containing that module, even separately compiled procedures. In a conventional batch compiler system, the increase in compil ...

20 Fast animation and control of nonrigid structures 77%

Andrew Witkin , William Welch
Proceedings of the 17th annual conference on Computer graphics and interactive techniques September 1990

We describe a fast method for creating physically based animation of non-rigid objects. Rapid simulation of non- rigid behavior is based on global deformations. Constraints are used to connect non-rigid pieces to each other, forming complex models. Constraints also provide mo- tion control, allowing model points to be moved accurately along specified trajectories. The use of deformations that are linear in the state of the system causes the constraint matrices to be constant. Pre-inver ...